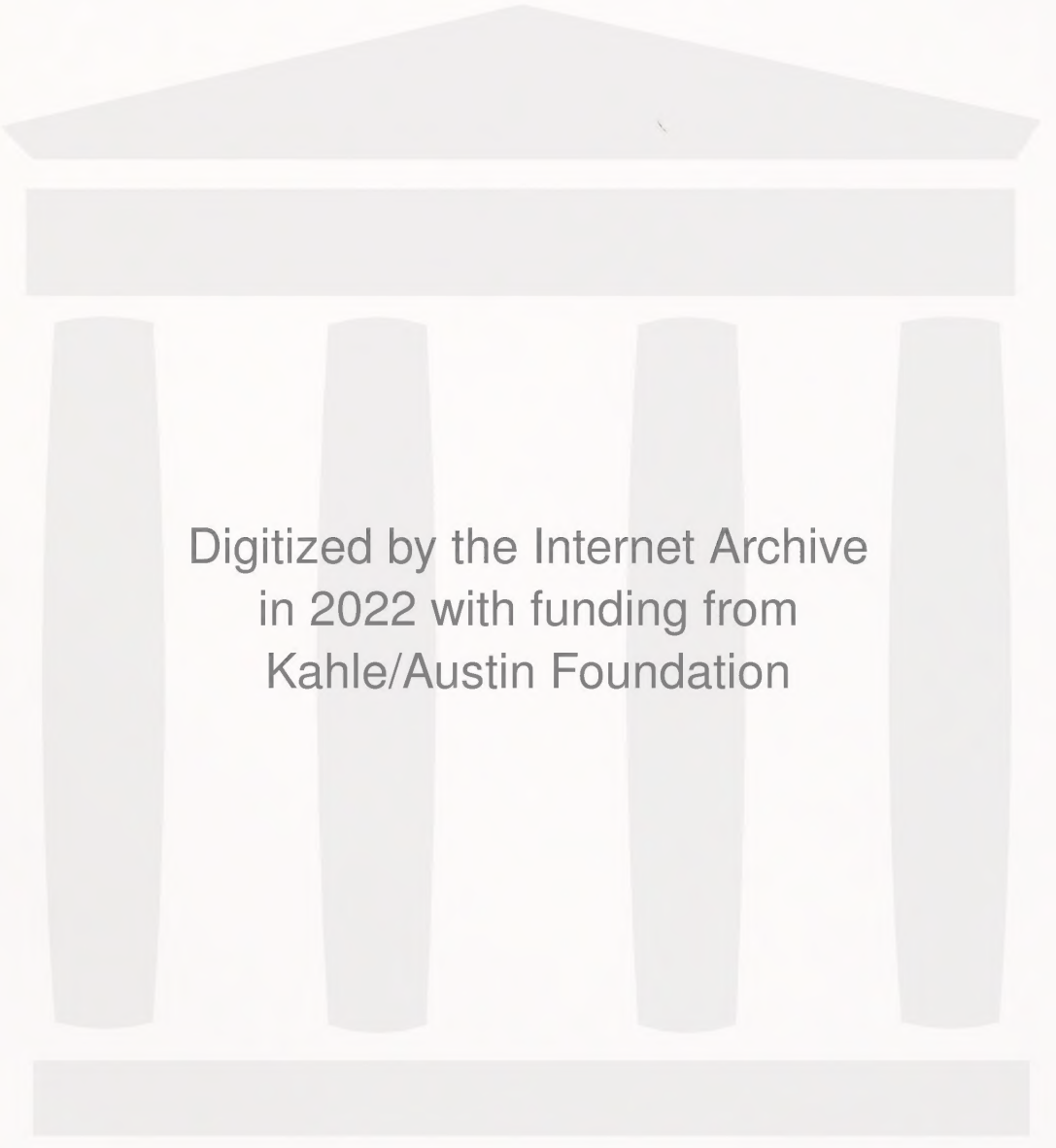


Disney's
ATLANTIS
THE LOST EMPIRE



Ladybird

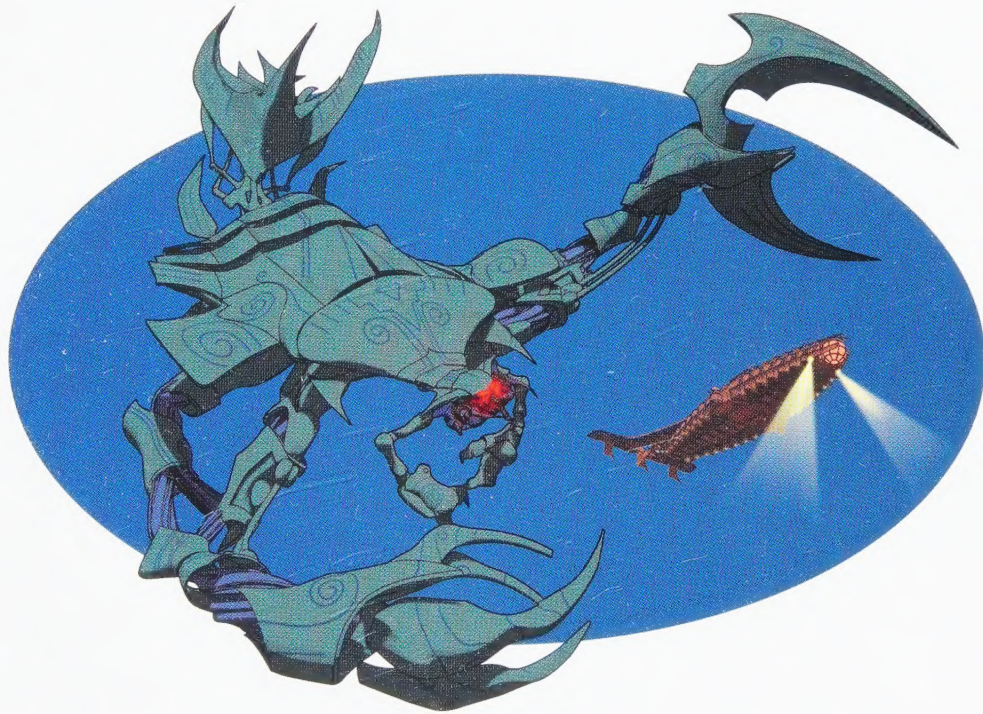
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Disney's ATLANTIS THE LOST EMPIRE



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The city was in danger, and the forces of nature were destroying the civilisation and its people.

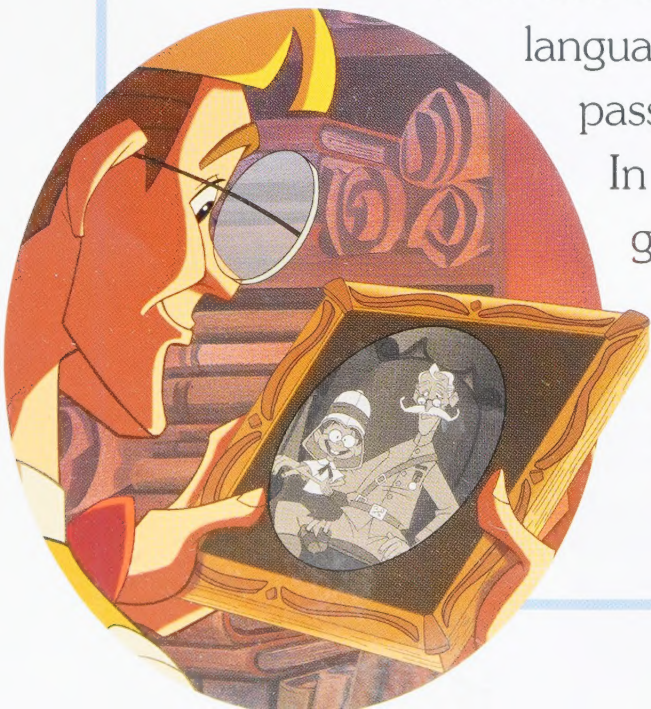
King Kashekim Nedakh, his family, and his people were running to safety when a great light in the sky consumed the Queen.

In a flash, she crystallised, and the Crystal's magic saved Atlantis, sinking the city deep under the sea. But her daughter, Princess Kida, had lost her mother forever.

In 1914, there lived a fellow named Milo James Thatch.

Milo was talented at making maps and decoding languages from long-lost civilisations. His passion was for the lost city of Atlantis.

In fact, he believed, just as his grandfather had, that there was a document, *The Shepherd's Journal*, that contained the key to finding the forgotten city.







Milo hoped that one day he might pursue his grandfather's dream of discovering Atlantis. But for the moment, Milo was just the boiler-room attendant in a museum and no one wanted to hear any of his wild theories.

That was until a mysterious woman named Helga appeared at Milo's apartment and took him to the mansion of Preston Whitmore, an eccentric millionaire who had known Milo's grandfather.

Whitmore handed Milo a package from his grandfather—it was *The Shepherd's Journal*! He explained that he was funding an expedition to find Atlantis, and he wanted Milo to read the language and maps inside *The Shepherd's Journal*.

It was a dream come true! Within days, Milo found himself on his way to Atlantis. Mr. Whitmore introduced him to Commander Rourke, the leader of the expedition.

"Pleased to meet the grandson of ol' Thaddeus," said Rourke.



Milo and the Atlantis team boarded a submarine called the Ulysses. Once inside, Rourke and his lieutenant, Helga, called Milo up to the briefing room to make a presentation on Atlantis. There he described the Leviathan, a mythical sea monster that guarded the underwater entrance to Atlantis.

Suddenly Mrs Packard, the communications expert, interrupted him. “Commander, I’m picking up some strange noises.”

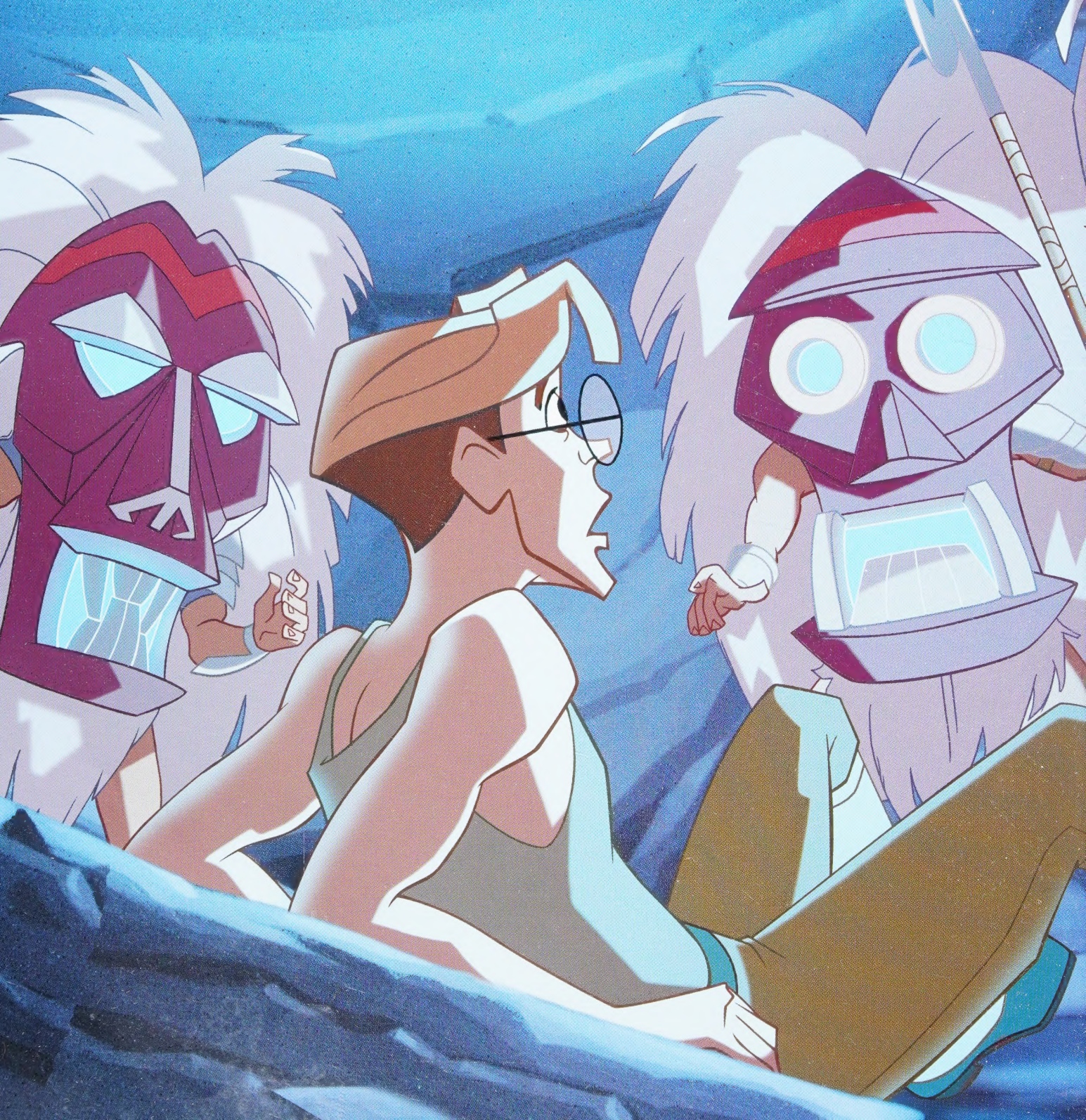


It was the Leviathan!

The creature lashed out against the submarine, ripping through the vessel’s exterior with its massive claws.

“Launch the subpods!” commanded Rourke. It was time to abandon the submarine—and fast!





The crew escaped the Leviathan and followed Milo in search of Atlantis. Suddenly, an explosion threw the explorers' vehicles into the bottom of a dormant volcano. Milo fell unconscious.

When Milo came to, he found himself face-to-face with a band of strange-looking warriors wearing masks and holding spears.

Milo held his breath. Could these be Atlanteans? One of them approached Milo and removed her mask. Then she gently touched a wound on Milo's shoulder. Instantly Milo's wound was healed! The warrior's name was Princess Kida.





Milo was soon reunited with Rourke, Helga and other survivors of the Leviathan attack including, Dr Sweet, Molière the excavator, Audrey the chief mechanic, and Vinny the explosives expert. Princess Kida agreed to lead the explorers over the bridge that led into Atlantis, to meet her father, the king.

The king was not pleased by the visit. "You know the law, Kida," he scolded. "No outsiders may see the city and live."

"May I respectfully request that we stay just one night, Sir?" asked Rourke.

"Very well," said the king. "One night. That is all."





“I think he’s hiding something,” Milo said afterwards.

“Some one needs to talk to the girl,” Helga interrupted.

Rourke chose Milo to meet with Princess Kida. When he found her, the princess took him to a great underwater dome. The walls revealed pictures and writings that illustrated the history of Atlantis. The Atlanteans had forgotten how to read their language, so Milo translated the symbols for Kida.

The ancient writing told how all the Atlanteans’ individual crystals were connected to one central power source—the Mother Crystal.

“It’s the Heart of Atlantis!” said Milo.

“It’s what’s keeping ... you ... all of Atlantis alive!”

“Where is it?” Kida asked.

“I don’t know,” Milo replied.



When Milo and Kida emerged from their underwater swim, Rourke was waiting for them—holding a missing page from *The Shepherd's Journal*. He revealed to Milo that he wanted to steal the Mother Crystal.

“But it’s their life source!” Milo cried. “It’s the only thing keeping these people alive. Take it away, and they’ll die!”

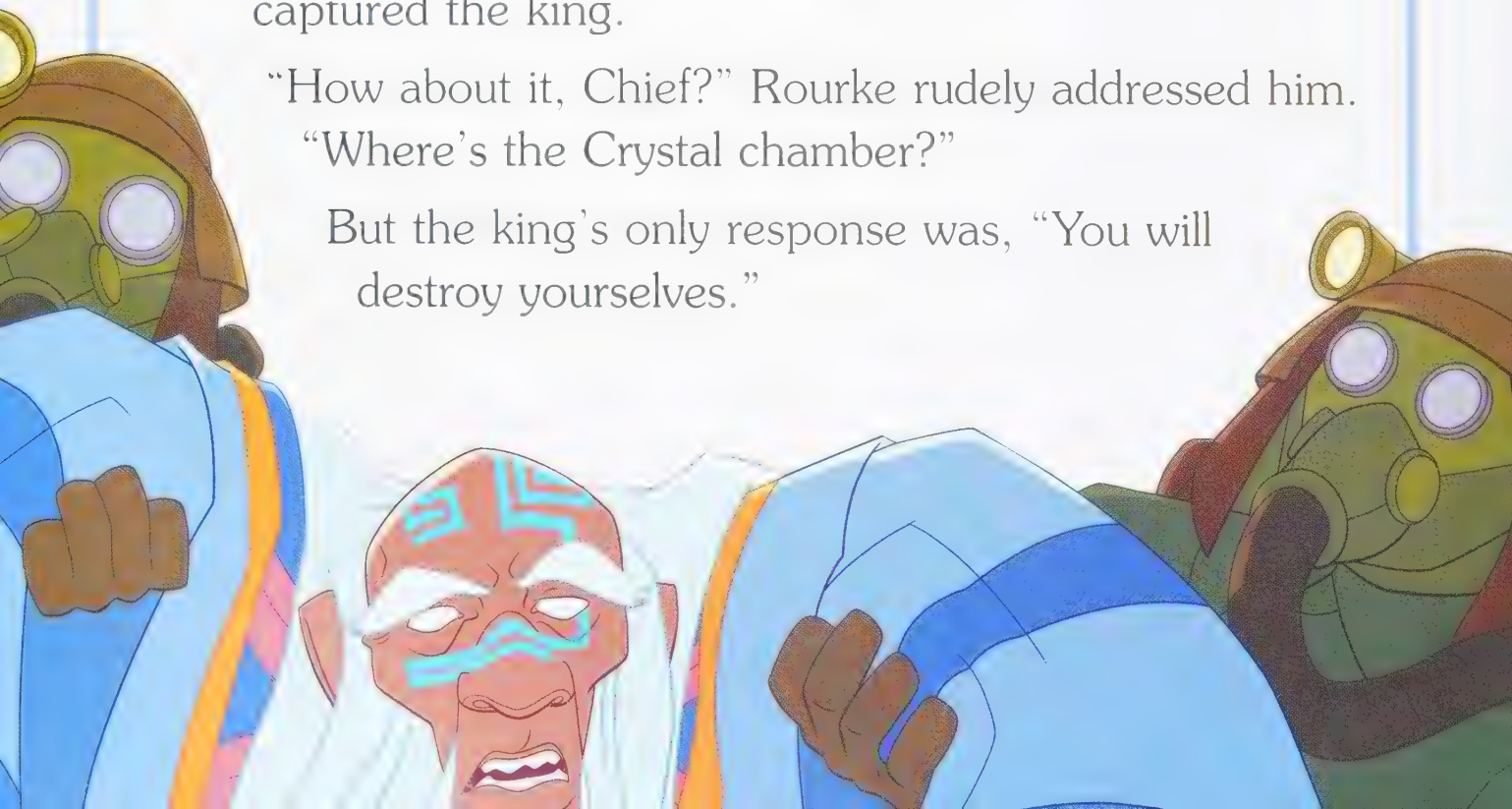
Rourke commanded his troopers to capture the princess.

Then Rourke and his team stormed the palace and captured the king.

“How about it, Chief?” Rourke rudely addressed him.

“Where’s the Crystal chamber?”

But the king’s only response was, “You will destroy yourselves.”







Ignoring the king's warning, Rourke found the way to the Heart of Atlantis in the pool in the king's chambers. He ordered Helga, Milo, and Kida to follow.

As the underwater elevator moved down, Milo and Kida were in awe. Gigantic statues of past Atlantean kings formed a shield that protected the Mother Crystal.

Suddenly, blue beams shot out, searching for someone of royal birth. Kida walked forward, knowing that she had to risk her life to save Atlantis—just as her mother had done thousands of years before. She began to crystallise, joining her body and soul with the power source of Atlantis.

Rourke then set about stealing her. Milo followed, helplessly watching his so-called friends betray Atlantis.



The explorers ignored Milo's pleas ... until Rourke cruelly knocked Milo to the ground and told him he'd be left behind. Horrified, Milo's friends united against Rourke and Helga.

"Fine. If that's what you want," Rourke said and prepared his balloon to leave with the crystallised Kida.

Milo went to Kida's father. Calmly, the dying king handed Milo his own crystal and spoke his final words, "Return the Crystal. Save the city. Save my daughter."

"Now let's go!" Milo shouted as he left the king's palace. He jumped onto one of the mechanical fish and with the king's crystal, he started it up!

He started up the whole Atlantean armada, and they took off after Rourke's balloon.









Rourke was desperate to escape. To lighten the balloon's load, he threw Helga overboard.

"Nothing personal," he said wickedly, as she fell.

Now the crystallised Kida was all his.

But Milo caught up with him, climbed up the balloon's chains, and swung towards the evil man in a fearless bid to save the princess.

Rourke grabbed an axe and swung it at Milo. The axe missed and struck the crystal pod.

Milo touched the crystal with a piece of the ladder and jabbed it into Rourke's arm. Immediately, Rourke crystallised before shattering into a thousand pieces.



The flaming
balloon crashed
to the ground with
an explosion. Milo and
his friends brought the
crystallised Kida back to the

city where she flew into the air.

All around, the great Stone Giants rose from the watery depths. They clapped in unison, forming a protective blue dome over the city. Atlantis was safe once more.

Only then did the princess return to her former self and lower gently into Milo's waiting arms.

Atlantis was saved!

As Milo took Kida's hand, she opened it to reveal a bracelet. It was the one she used to wear as a child—the one Kida's mother had taken with her when she was crystallised all those years ago.



Days later, the explorers left Atlantis and returned to Mr Whitmore's mansion. They all agreed to keep the whereabouts of Atlantis a secret—forever.

One explorer didn't leave Atlantis ...

Milo's dream had finally come true. He stayed in Atlantis where he taught the Atlanteans about their great past and also helped to build a bright future. Together, he and Kida created a statue of her father so that King Nedakh could join the other kings of the past to protect the lost city of Atlantis.



Disney's action-packed story takes Milo, our hero,
on an exciting underwater adventure to find
the lost city of Atlantis. Young fans will be eager to join
the quest for this magical and forgotten city.



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